

FIG. 1

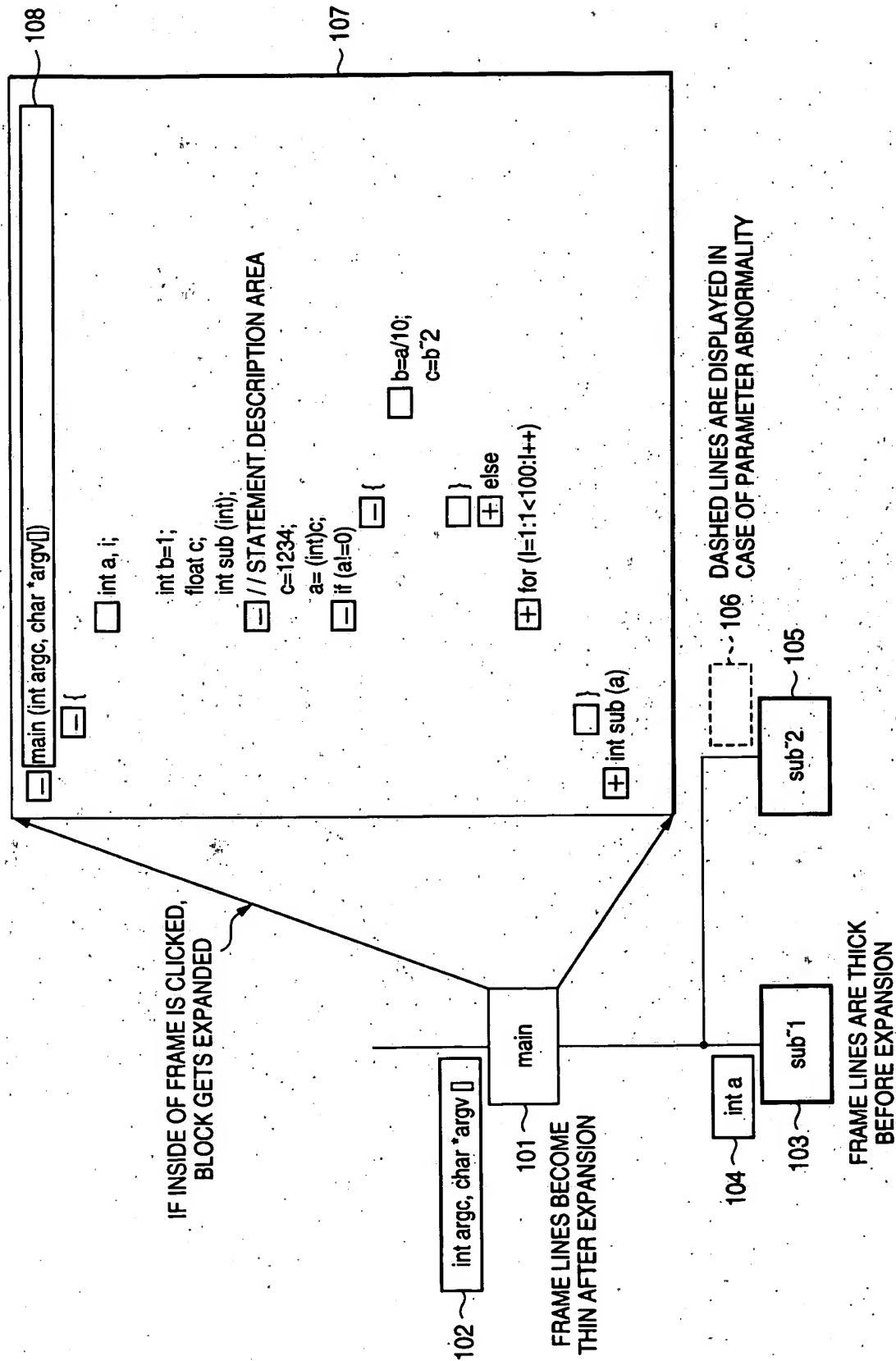


FIG. 2

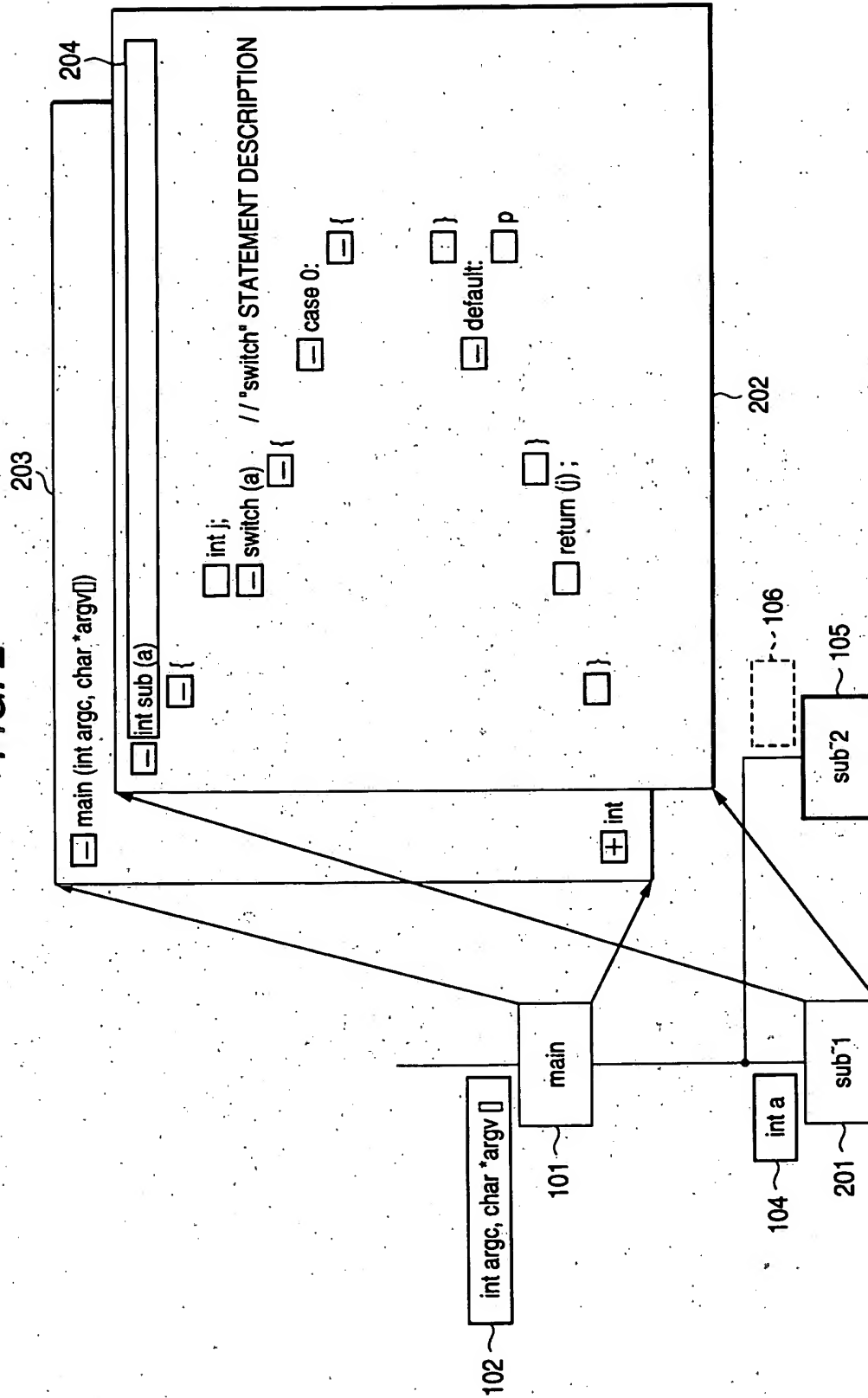


FIG. 3


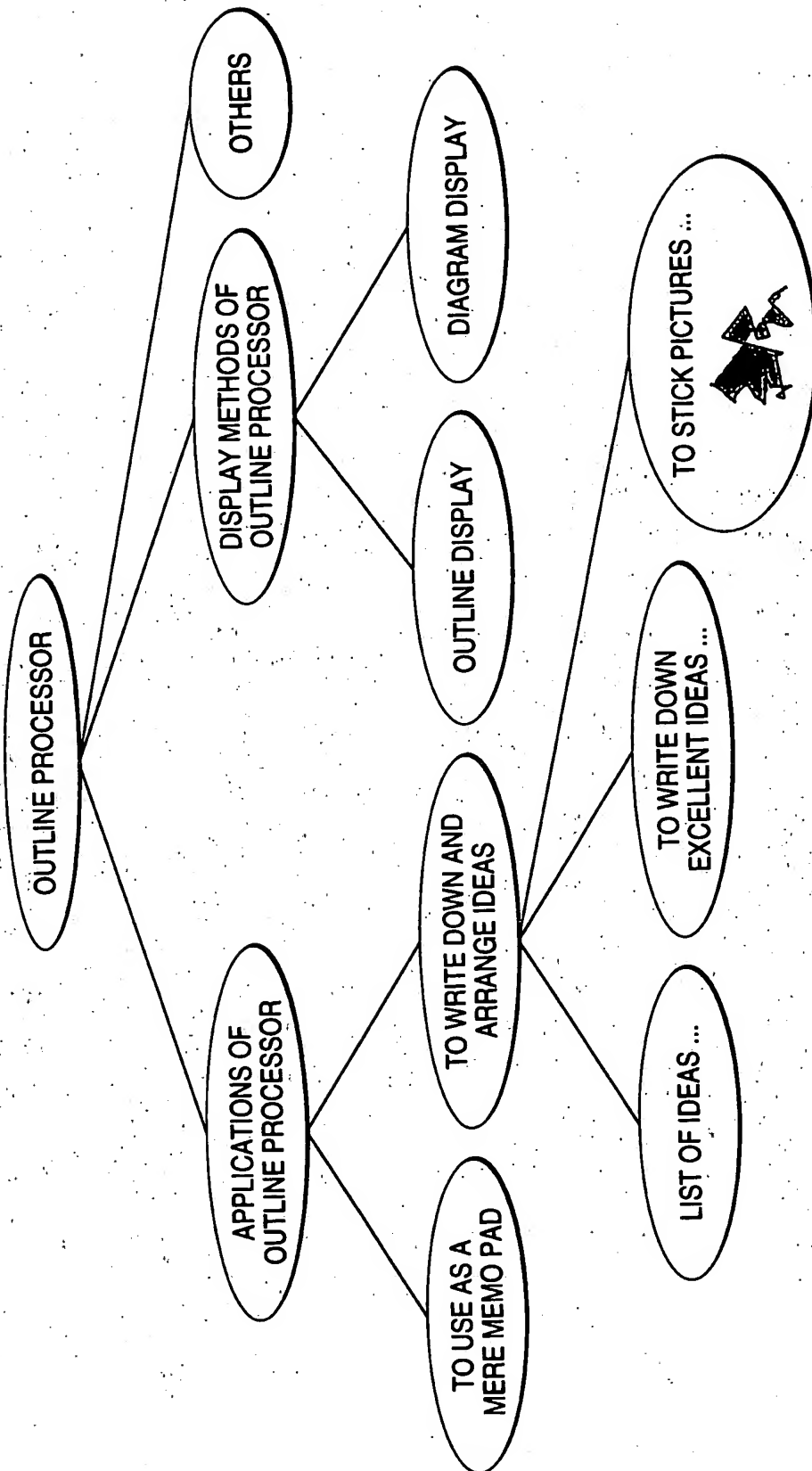
- APPLICATIONS OF OUTLINE PROCESSOR
    - + TO USE AS A MERE MEMO PAD.
    - TO WRITE DOWN AND ARRANGE IDEAS.
      - TO MAKE LISTS OF IDEAS.
      - TO COLOR EXCELLENT IDEAS AND CHARACTERS. TO CHANGE FONTS.
      - YOU CAN STICK PICTURES.
- THIS IS A PICTURE → 
- HOW TO USE THE OUTLINE PROCESSOR.
    - + YOU CAN MOVE FREELY BETWEEN HIERARCHIES.
    - + IF YOU USE SHORTCUT KEYS (FUNCTION KEYS), INPUT EFFICIENCY IMPROVES.
    - OPERATION BY MOUSE IS ALSO CONVENIENT.
      - LEFT CLICK
        - A SINGLE CLICK DISPLAYS A LINE TO EDIT WITH A FRAME. CURRENTLY EDITING ...
        - A FIRST DOUBLE CLICK DISPLAYS THE LOWER HIERARCHY.
        - A NEXT DOUBLE CLICK RETURNS YOU TO THE UPPER HIERARCHY.
      - RIGHT CLICK
        - DISPLAYS THE OPERATION MENU.
        - DRAG
          - USED FOR MOVING BETWEEN HIERARCHIES.
      - + OTHERS

FIG. 4



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FIG. 5

```

☐ main (int argc, char *argv[])           // FUNCTION DEFINITION AREA
☐ {
    ☐ int a, i;
    ☐ int b=1;
    ☐ float c;
    ☐ int sub (int);
    ☐ // STATEMENT DESCRIPTION AREA
    ☐ c=1234;
    ☐ a= (int) c;
    ☐ if (a!=0)                               // EXAMPLE OF AN 'if' STATEMENT DESCRIPTION
    ☐ {
        ☐ ☐ b=a/10;
        ☐ ☐ c=b^2;
        ☐ }
    ☐ else
    ☐ {
        ☐ ☐ b=a/10;
        ☐ ☐ c=b^2;
    ☐ }
    ☐ for (l=1;1<100;l++) // EXAMPLE OF A 'for' STATEMENT DESCRIPTION
    ☐ {
        ☐ c=c+1;
        ☐ a=a^2;
        ☐ if (sub (a)>1000)
        ☐ break;
        ☐ b=b+b;
    ☐ }

☐ int sub (a)
☐ {
    ☐ int j;
    ☐ switch (a)                               // EXAMPLE OF A 'switch' STATEMENT DESCRIPTION
    ☐ {
        ☐ case 0:
        ☐ {
            ☐ j=j+1;
            ☐ break;
        ☐ }
        ☐ default:
        ☐ print ("j=%d\n");
    ☐ }
    ☐ return (j);
☐ }

```

FIG. 6A

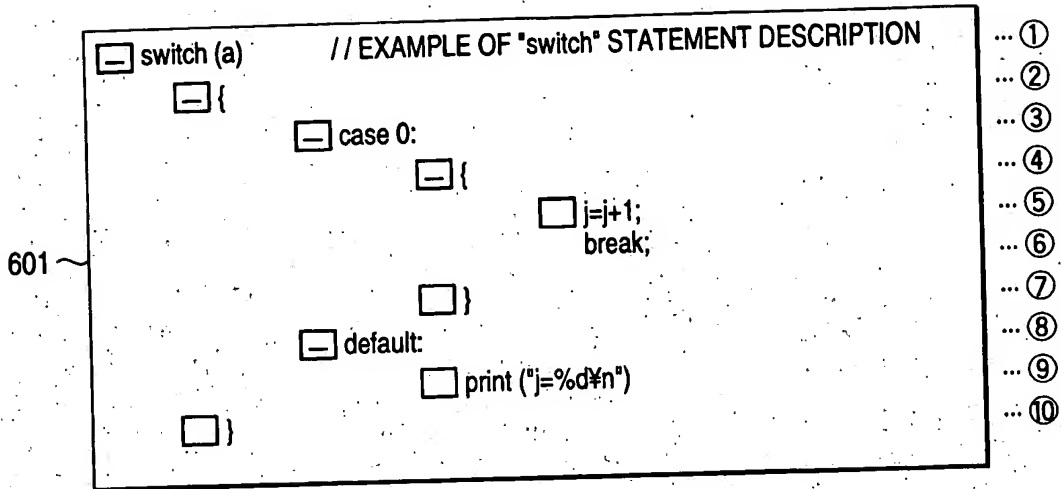


FIG. 6B

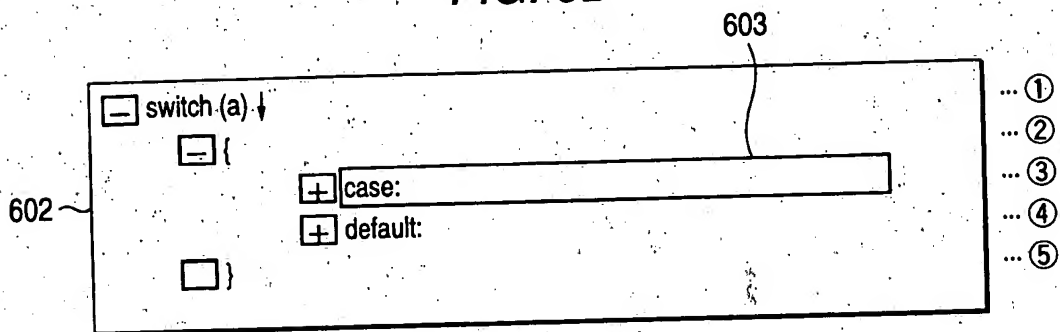
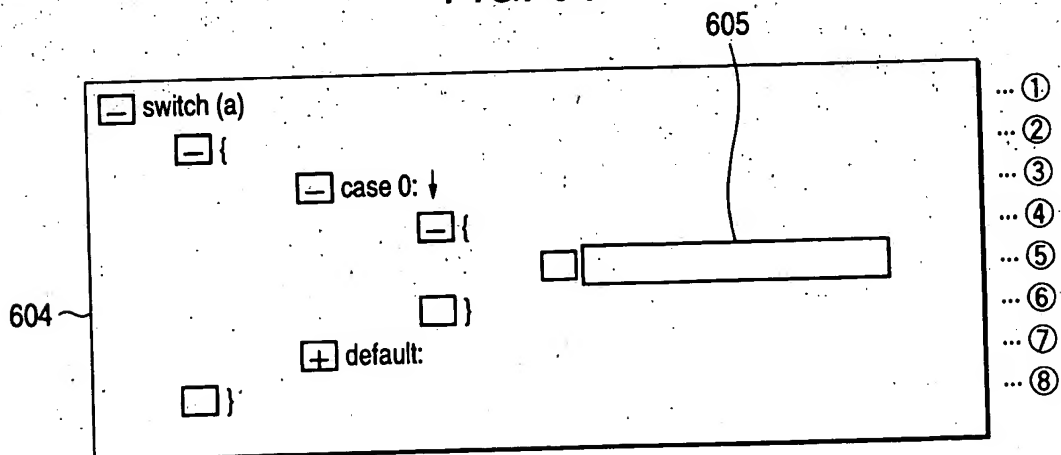


FIG. 6C



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FIG. 6D

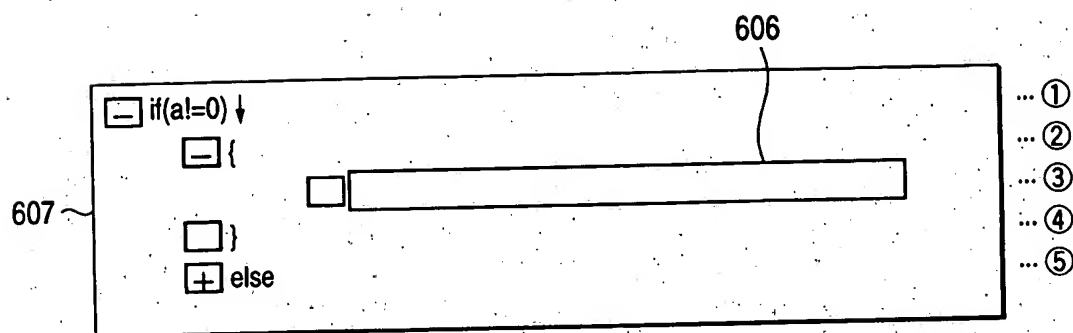


FIG. 6E

